

fast loader
C 64 / 128

WING COMMANDER

IC 0108



COMMANDER 64

Scramble! Scramble! The lance is under attack from enemy aircraft. You are the ace pilot of a jet fighter, the enemy is heading for the nuclear power station - you must stop them! You fly and shoot, dodge a mine and the enemy. Enemy planes are everywhere. Can you save the lance from total destruction?

MANUFACTURED IN THE U.S.



The Screen Displays



The Aim of the Game

Scramble! Scramble! The island is under attack by enemy aircraft. You are the ace pilot of a jet fighter - a vital part of the island's defence system.

As you spring to your feet and dash across the tarmac, you wonder what they'll bomb this time. Leaping into the cockpit, you start the engines.

The instruments are functioning OK and your plane soars into the clear blue sky. The target acquisition device tells you that the enemy is heading for the nuclear power station. You must try to intercept the bomber before it gets there.

You fire and miss, dodge a missile and fire again. There is a blinding flash and the enemy plane drops like a stone. The power station is safe - for now at least - but what about the other targets? Can you save them from destruction?

Enemy planes are everywhere, but eventually you clear the skies and head for home - hoping it wasn't bombed whilst you were away.

LOADING INSTRUCTIONS

Hold down **SHIFT** and press **RUN/STOP**.

The program code, graphic representation and artwork are the copyright of Mastertronic and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Mastertronic. All rights reserved.

© Mastertronic Limited 1986

Made in Great Britain
Design & Artwork: Ward & Phipps Ltd., London.

Controls

To take off, increase the power (press **M**) and tail along the runway until your velocity is 2000kts or above. Then pull back on the joystick and you will begin to climb. Do not go over 140kts on the ground.

When you have taken off, use the undercarriage.

Press **M** to look at the map. You will see the installations on the island which the enemy is trying to destroy. You will also see the enemy aircraft. The enemy's target is shown on the map with a white square around it. The position of the enemy plane also has a white square around it but it moves slowly across the map. When you have the enemy in sight, you can decide whether to use the missile or your cannons to shoot them out of the sky. The missiles track the enemy plane while you can see it - but you can only carry four, so use them carefully.

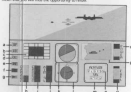
You must destroy each enemy attacker before they reach their targets.

When you have cleared the deck, you can re-fuel, re-arm and repair the damage (before the next wave comes) as long as there is still one airport left intact. To land you must touchdown on the runway at a speed of less than 1000kts (don't forget to lower the undercarriage). Make sure the runway is not too high when you land (within two graduations) or you will crash. Reduce the power to zero (by pressing **-**) and you will stop.

You can select in the air provided that you meet all the following:

- 1) Fuel indicator must be orange and green.
- 2) Altitude between approximately 20,000ft and 30,000ft.
- 3) Four plane should be upright and in level flight.
- 4) Speed (must be between 140 and 140kts/hr).
- 5) The plane should be flying directly line or direct and be within flight refuelling corridor (see map).

You must fly your plane carefully when using up the in-flight refuelling. Shocked flying will cause the refuelling tanker to take evasive action and may mean that you will miss the opportunity to refuel.



- 1) **SP** — This lights up if you go too fast, either with the undercarriage down in the air, or landing.
- 2) **FB** — Red if there is an enemy plane attacking from behind.
- 3) **SADAC** (left of cockpit screen) — This is a grid which shows the position relative to you, in other words.

EXAMPLES

Enemy plane in front of you, and at roughly the same altitude (20,000 ft).

Enemy in front, to the right and above you.

Enemy directly behind you, at the same altitude.

Enemy behind, below and to the left of you.

Enemy and right etc. should be interpreted according to the following diagram.



- 1) **DC** (departing controlled flight) — If this is flashing, you are going too slow and are in danger of stalling. If a beeping sound occurs you are actually in a stall if green = OK.
- 2) **IF** (in-flight) — This indicates whether a refuelling tanker is available and whether you are within the refuelling corridor as follows:

Refuelling Tanker Available.

Refuelling Tanker Unavailable.

Your plane is within the in-flight refuelling corridor and a refuelling tanker is available. Your plane is within the in-flight refuelling corridor, but a tanker is not available.

- 1) **UC** (undercarriage) — Green = down, red = up.
- 2) **Weapon Type Indicator**

Cannon. If red then you have run out.

Missile. If red then you have run out.

Below the radar are three indicators:

1) **DAMAGE** status.

2) **ARM** — number of shots left.

3) **ARM** — W — number of side-winder missiles left.

4) **APPROX. LOCATION** (above compass) — This shows the angle to the ground you are flying in. It is useful when you cannot see the horizon.

5) **COMPASS** (bottom centre) — Current heading.

6) **VELOCITY** (bottom right of compass) — This is your speed in feet per second.

7) **ALTITUDE** (above selected) — In feet.

8) **FUEL** (below power) — Shows how much you have left.

9) **MAP SECTION** (right of altitude indicator) — This is a sub-map of the section of the island below you.

10) **POWER** (right of map) — Shows how much thrust you are using.

11) Use the joystick to control the elevators and ailerons (left and right).

12) Other controls will be found on the keyboard.

13) **+** — increase throttle.

14) **-** — decrease throttle.

15) **W** — undercarriage up or down.

16) **M** — select between weapons.

17) **R** — map on or off (main map — see diagram).

18) **T** — target lights on or off.

19) **C** — quit game.

To freeze the game, press the **SHIFT** **LOCK**.